

A detailed, dark-toned map of Middle-earth from The Lord of the Rings serves as the background for the top half of the image. The map shows various regions including Eriador, Rohan, and parts of Gondor. The title text is overlaid on this map.

THE AGE OF THE RING

RELEASE 9.0

Changelog & Readme

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Post 9.0 patch notes

Version 9.1.0 - 27-06-2025

- Alternate Faction: The Shire is now playable
- QoL: Standardized map zoom to 540
- QoL: Creep lairs are now visible in fog
- QoL: Non-eco structures will no longer affect terrain resource availability
- AI hordes will no longer become untargetable!
- Campaign: Easy Difficulty renamed to Just the Story; enemies now deal 50% damage, down from 70%
- Campaign: Medium Difficulty renamed to A Good Challenge; enemies now deal 75% damage, down from 85%
- Campaign: Hard Difficulty renamed to A Difficult Ordeal; difficulty remains intact
- Added AI to Alternate Faction: Arthedain
- Added AI to Alternate Faction: Shadow and Flame
- Added AI to Alternate Faction: Durin's Folk
- Added AI to Alternate Faction: Battle of the Five Armies
- Added AI to Alternate Faction: Dorwinion
- Added AI to Alternate Faction: Rhûn
- Reduced Peasant AI income potential by 25%
- Slowed Peasant AI's farm production, and reduced the likelihood of using a power by 25%
- Slowed Peasant AI's farm production by half
- Reduced Peasant AI likelihood of using a power by 25%
- Slowed Soldier AI's farm production by half
- Reduced Soldier AI's income potential by 10%
- Standardized threat level for opportunity targets - AI should raid more infrequently with larger combined forces
- Raised maximum number of AI farms to 12 on highest difficulties
- Adjusted AI anti-stall script to fire less often
- Added new AI Tiered Economy system - AI builds fewer farms in early game and expands in midgame

Balance Changes

Dol Guldur

- Khamul - moved passive element of Fell Ward Description to Lieutenant of Dol Guldur
- Saenathra - added a 70% damage scalar vs pikes on her base mandible weapon
- Thráin - split leadership and xp granting power into two buttons
- Blighted Trappers - decreased hitpercentage from 100% to 90%
- Harbingers of Shadow - decreased CRUSH armor from 40% to 80%

Erebor

- Thorin Stonehelm - increased Dwarven Grudge damage from 220 to 250 and reduced scalar vs hero from 300% to 250%
- King Brand - tweaked leadership to 15% damage and armour at level 1, to 25% damage and 33% armour at level 4.
- Hadhod - Removed +10% range leadership for Mangonels
- Hadhod - Moved Keen Eye from level 3 to level 1
- Hadhod - Siege Master can now also be cast on Mangonels to grant permanent damage and range
- Kili - removed knockback resistance from Luck of Battle
- Kili - removed splash from melee weapon
- Kili - High Spirits experience now affects Battlewagons
- Khazad Uzbahul - decreased CRUSH armor from 30% to 60%
- Battlewagon - increased base crush damage from 140 to 150

Gondor

- Gandalf - Shield Bubble: decreased duration from 20 to 10 seconds, and decreased bubble cooldown from 90 to 75 seconds
- Gandalf - Rekindled Hearts' unit buff and immunity to debuffs follows Gandalf whilst power is active
- Gandalf - decreased Rekindled Hearts' armour buff from 50% to 25%
- Anorien Archers - increased hitpercentage from 70% to 77%
- Linhir Spearmen - decreased health from 225 to 220

Haradwaith

- Beruthiel - decreased Eyes and Ears cooldown from 3 minutes to 2 minutes 30 seconds
- Beruthiel's Cat - increased shroud clearing range from 200 to 300
- Mumakil - Partially reverted 'MordorMumakilKnockback' delaybetweenshots from 2000 to 3000
- Mumakil - Increased delaybetweenshots on 'MordorMumakilHeroEffect' charge attack weapon from 750 to 1800
- Harondor Archers - increased hitpercentage from 70% to 77%
- Hasharin Blade - increased Marked for Death damage from 300 to 330, decreased cooldown from 120 to 100 seconds

Isengard

- Grishnakh - increased Wicked Jab damage from 300 to 400
- Wormtongue - increased Backstab hero damage from 200 to 400, and decreased poison damage from 100 to 80
- Lurtz - fixed Cripple FX doesn't last the full pin timer
- Lurtz - Relentless Warrior now grants +50% damage and reduced damage cap to +150% at level 7
- Lurtz - Leadership tweak from 33 armor and 33% damage at later level, to 15/15% at lvl 1 and 33/33% at lvl 4
- Lurtz - removed active element from Leader of the Hunt
- Dunlending Huskarls - decreased CRUSH armor from 30 to 70%
- Uruk Scouts - decreased hitpercentage on bow from 90% to 86%
- Warg Riders - decreased cost from 450 to 425

- Fell Storm - increased the damage on the outer radius from 1000 to 1250 (Phase Three) and 500 to 750 (Phase Final) and increased radius cursor radius from 200 to 300
- Scum from Lugburz - replaced 1 Orc Archer horde with 1 Orc Warrior horde
- Uruk-hai Berserker - decreased CRUSH armor on BerserkerArmor and BerserkerArmorThickSkin from 40% and 20% to 165% and 140%
- Uruk-hai Berserker - decreased damage with Mansblood upgrade from 300 HERO to 250 HERO

Lothlórien

- Galadriel - decreased leadership xp buff to other heroes from 50% to 33%
- Celeborn - removed Lord of the Galadhrim guards
- Galadriel - Light of Valinor no longer reflects damage
- Haldir - Leadership tweak, from 25 and 25% at later level, to 15/15% at lvl 1 and 25/25% damage/armour at lvl 4
- Handmaiden - decreased CRUSH armor from 40% to 200%
- Lothlórien: Haldir - moved Captain of the Galadhrim active to level 5 from 7 and reduced the damage bonus of the ability from +50% to +33%
- Lothlórien: Golden Wood Storehouse now gets experience from researching upgrades
- Lothlórien: Golden Wood Storehouse now grants extra commandpoints when leveling up

Misty Mountains

- Great Goblin - removed speed debuff from Goblin King's Demand totem
- Great Goblin - removed speed buff from Swarm
- Urshak - Split Intimidation into two buttons
- Muzgash - Iron Discipline is now activated rather than area-based
- Snow Trolls - decreased speed from 65 to 60
- Bolg's Bodyguards - decreased speed from 60 to 55
- Bolg's Bodyguards - increased PIERCE armour from 60 to 55

Mordor

- Gorbag - moved Loyalty to the Red Eye speed increase description to Orcish cunning button
- Shagrat - split Captain of the Tower into two buttons
- Shagrat - moved Loyalty to Lugburz leadership element to Captain of the Tower button
- Mollok - decreased pierce armour from 20% to 29%
- Mollok - decreased the damage leap deals the further away from center
- Nazgul - decreased Nine are Abroad debuff requirement from level 2 to level 1
- Nazgul - added a 215% scalar vs Erebor Battlewagon to Nazgul melee weapon - to compensate for Mordor's lack of early cav v Battlewagon which is weak vs cav.
- Grond - decreased SLASH armor from 11% to 25%, PIERCE armor from 8% to 15%, SIEGE armor from 50% to 75%, FLAME armor from 30% to 40%, HERO and HERO_RANGED from 50% to 70%
- Grond - added 60% scalar against fortresses
- Mordor Fighters, Pikemen and Archers' horde bonus now grants +25% damage and armour in groups of 110 or more from +50% damage in groups of 150 or more
- Golden Axemen - decreased CRUSH armor from 30 to 70%
- Orc Pikemen - increased health from 120 to 125

- Fortress - Increased cooldown on Mordor Fortress' Noxious Fumes from 30 to 60 seconds

Rivendell

- Arwen - Moved leadership removal from Power of the Evenstar to Blessing of Tinuviel
- Veterans of the Last Alliance - decreased SLASH armor from 15 to 19%, PIERCE armor from 10 to 15%, CAVALRY armor from 15 to 25%, increased HERO armor from 80 to 75%
- Veterans of the Last Alliance - decreased speed from 60 to 55

Rohan

- Elfhelm - removed bonus vs siege engines from Quick Rescue
- Elfhelm - increased cost from 1200 to 1300
- Theodred - decrease damage leadership from 35 to 33%
- Theoden - decreased King of Rohan experience bonus from 100% to 50%
- Theoden - Arise, Riders of Théoden! fear/terror resistance is now unlocked at level 5 from level 10
- Eowyn - decreased peasant experience bonus from 100% to 50%
- Eowyn - increased cost from 1100 to 1200
- Erkenbrand - decreased health from 2400 to 2300
- Erkenbrand - decreased melee damage from 300 to 250
- Halifirien Wardens converted by Muster the Rohirrim no longer receive Fire Arrows
- Rohirrim Archers - added 50% scalar vs structure on 'RohirrimBowFireWarhead' upgraded pierce nugget
- Rohan Archery Range - Fire Arrows upgrade now requires rank 3
- Rohan Stables - increased level 2 upgrade cost from 450 to 500
- Rohan Windmill - maximum discount now requires 8 windmills from 5
- Decreased Rohan Wells' Irrigation bonus to 10%, now stacks with Bountiful Harvest
- Lone Scout - decreased health from 2000 to 1750
- Lone Scout - decreased damage buff from 35% to 33%
- Horn of the Westfold - decreased buffs from 60/60% damage and armor to 50/50%
- Snowbourn tweaked to introduce cavalry as counter unit and to increase vulnerability against archers
- Riders of Snowbourn - decreased health from 700 to 650

Woodland Realm

- Grimbeorn - decreased level 9 Strongman damage from 250 to 225
- Decreased the CP cost of Silvan Outriders from 80 to 70
- Decreased the cost of Silvan Rangers from 350 to 325
- Elvenking's Feast can no longer be summoned on top of enemy units
- Hail of Arrows - added 350% scalar vs heroes to first nugget and 225% scalar vs monsters to second nugget

Alternate Factions

- Durin's Folk - increased Armed Miner recruit time to 30 seconds from 20

Bug Fixes

- Rohan Farms are now once again affected by inflation

- Updated Erebor AI base to be easier to construct
- Adjusted AI farm limiter timer scripts to fire every 10 seconds instead of every second
- Fixed some bad Isengard AI base templates
- Erebor Ironfoot AI may now recruit King Brand
- Alternate Faction: Battle of the Five Armies - Gandalf now uses proper revive button art
- *Fixed Durin's Folk armed miners not training if there aren't enough command points
- Added some missing Durin's Folk elements to the map generator
- Added some missing Angmar changes to map generator
- Sam - can now autocast more than a single ability simultaneously
- Riders of Snowbourn Forged Blades and Horse Shields hotkeys fixed
- Riders of Snowbourn now use proper lance breaking FX
- Removed obsolete reference to Horsemaster armour bonus from Rohan Stables description
- Fixed incorrect secondary range finder on Ruin of Angmar White Wolves
- Isengard Tower no longer uses Mordor's Fire Arrows button
- Minas Tirith soldiers guarding the giant treb no longer spin when they get splatted
- Waters of Nimrodel statue eco buff FX now properly displays on Galadhrim Garrison
- Alternate Faction: Angmar - Oathsworn Warriors and banner no longer take damage from Slow Decay
- Destroying Horn of Karna no longer counts towards victory condition

Misc Additions

- New Map: Grey Wood - 8p
- New Map: Kingsfell - 2p
- Alternate Faction: Arthedain now uses Kingsfell as its base map
- Added unique palantir frame and hero select button for Alternate Faction: Morgul
- Added unique palantir frame and hero select button for Alternate Faction: Arthedain
- Added unique palantir frame and hero select button for Alternate Faction: Ithilien
- Added unique palantir frame and hero select button for Alternate Faction: Angmar
- New 2d art for Dúnedain upgrades
- New animations for the Great Goblin
- Implemented new voiceset for Aragorn (Strider)
- Implemented new voiceset for Aragorn (Elessar)
- Implemented new voiceset for Thorin Oakenshield
- Improved Balin voiceset
- Improved Dwalin voiceset
- Improved Beregonid voiceset

Launcher Version 1.0.2 - 24-06-2025

- Additional Standalone safety features (saves InstallPath, Language, and UserDataLeafName)
- Prepping features for upcoming release
- New formatted Changelog

Launcher Version 1.0.1 - 07-06-2025

- Enhanced Standalone setting toggling for users with non-AotR installs (shouldn't set non-Standalone appdata folder to 'Age of the Ring' anymore)
- Prepping features to come in next game update (secret for now!)
- Check for Updates button - previously only opening the Launcher would trigger game updates/launcher updates/game scans. There is now a button in the bottom right you can use to scan without restarting.
- Added Map Generator art for Snowdrifts of Gundabad

Version 9.0.3 - 02-06-2025

- Fixed Gondor's broken AI base
- Morgul Castellan's Incorporeal is no longer greyed out after first use
- Murgash and Shagrat's Morgul Blade/Black Uruk summon autocast now works
- Adv: Dorwinion no longer crashes on Greenwood maps
- Adventure White Hand now uses base Isengard Man-slayers
- Added new art for Sharku
- White Hand: Sharku can now toggle mount, when dismounted gains two new abilities: Dirty Tricks and Orcish Raiders
- White Hand: added new unit - Sharku's Boys, summoned by Orcish Raiders
- Black Captain's Chosen now affects Mordor's regular Morgul Orcs and Pikemen
- Troll-slayers now stealth in trees as intended
- AI Minas Morgul now correctly gets its upgrades
- Conflagration now only deals 50% of total damage to Durin the Last
- Updated Durin's Bane Conflagration weapon damage FX
- Ring Hero Durin's Bane Conflagration now deals 50% of total damage to faction leaders, minus Thorin Oakenshield, King Dain and Durin the Deathless
- Fixed typo in Ered Luin Troll-slayers' weapon toggle button
- AI Angmar Slave Mills can now level up
- Khazad-dum Veterans no longer use Erebor Warriors' button when garrisoned
- Kili's High Spirits now affects Custodians of Durin
- Adventure Angmar fortress is no longer invisible when built by porter
- Implemented "stuckfix" - hordes will no longer stop and wait for other hordes to pass or get stuck when attacked
- Durin the Last no longer prevents the game from ending when on the map as a statue
- Adjusted priority of Adventure Angmar AI heroes
- Added hero recruitment discounts to Angmar and Minas Morgul AI
- Adventure Angmar AI will now prioritize building mills with its starting porters
- Feren, Krimpûl and Gildor's summons can be now cast on top of allied units

Version 9.0.2 - 28-05-2025

- Iron Hills Battlewagon should no longer disappear when stunned
- Oathsworn Banner now has the correct display name
- 'Middle-earth' menu themes volume increased
- RotWK checksum issue fixed

Version 9.0.1 - 27-05-2025

- Morgul Nazgul B no longer gets wrong commandset when given Fellbeast upgrade
- Snow-troll Despoiler lore string typo corrected
- Minas Morgul inn units can now research upgrades
- Besiege: Minas Tirith and Pelargir crash on launch fixed
- Rhûn's War Banner missing button art restored
- Reduced Orophin and Rumil's voiceline volume
- Increased Vidu's voiceline volume
- Reduced Angmar Fell Storm ambient volume
- Numenorean Engineering can no longer be summoned directly on units
- Fixed hotkeys for Durin's Folk's Khazad-dum Veterans, White Hand's Explosive Mines and Grey Company's Dol Amroth Barracks
- Bolg's Bodyguard Dark Resolve button is no longer greyed out before level 7
- Generated Durin's Folk maps no longer spawn Restore Man
- Legate Vidu now uses correct button art for his Challenge and Friend of the Legion abilities

Age of the Ring - 9.0 Features

Standalone Installer / AotR Launcher

- Install everything you need to play AotR all at once. Standalone will install the base games, Age of the Ring, and the new AotR Launcher, optimized for AotR play and with no effect or interference by and with other mods and installations.
- The AotR Launcher comes equipped with auto-updates. When new AotR content becomes available, the Launcher will download and install it for you.
- The Launcher replaces and improves on the version 8 Options Tool, so you will still be able to generate Adventure Maps and view your Skirmish stats through a new and improved UI.
- Custom maps and game saves will be stored under AppData/Roaming/AgeoftheRing.

General

- Adventure Factions
 - New! Adventure: White Hand: Play as Isengard without any Mannish presence and unleash Saruman's menacing horde of Orcs and Uruks through new units, heroes, and spells.

- New! Adventure: Minas Morgul: Cross the threshold of the Dead City and set the blight of Morgul upon your foes.
- Adventure: Angmar additions: Unleash fearsome Snow-troll Despoilers and Stalkers, command fell Oathsworn Hillmen and send forth blistering winters from the updated Witch-king's Sanctum.
- Adventure: Dorwinion additions: Field the courageous (and possibly slightly tipsy) Men of Dorwinion - updated unit roster with recruitable Dorwinion Legionnaires, Guards and Auxiliaries. Added brand new hero and heroic cavalry: Legate Vidú and Heroic Equites, plus a new Fortress Expansion: Windlance
- Adventure: Durin's Folk additions: The armies of Durin's Folk have been expanded and improved upon, with even more Dwarf units and special Dwarf mechanics!
- Compatibility - Adventure factions are now fully compatible between themselves (as long as their base factions don't overlap)
- Art and presentation
 - New structure art for all of Gondor
 - New alternate greenleaf textures for Woodland Realm's structures for specific maps
 - New animations for various units and heroes, several vanilla animations reworked
 - New art for Háma and Gamling
 - New art for Edoras Door-wardens
 - New art for Mounted Kingsguard
 - New art for Erkenbrand
 - New art for Westfolders
 - New art for Erebor Undermine, now known as Deepmine
 - New art for Treebeard
 - New art for Mordor Catapults
 - Reworked Morgul Vanguard - the unit has received new art, new stats, is able to dismount and is now called Witch-king's Vanguard
 - New Mouth of Sauron art
 - New Wyrms Lair art
 - New rubble States for Misty Mountains' Mountain-orc Lodge, Moria-orc Cave, Mineshaft and Troll Lair
 - New or improved buttons and portraits for all factions
 - New and reworked FXs for various abilities
- New faction content
 - Erebor - New Durin the Deathless summon replacing the Earthquake spell
 - Rohan - Reworked Riders of Snowbourn - the unit has received new art, new stats, and will now "break" their lances on first strike, dealing high damage and knockback. They fight with their swords so long as they are continuously engaged, and swap back to their lances automatically when out of combat. Snowbourn can be upgraded with axes, which raises their armor but removes their ability to trample, allowing them to brawl with infantry
- War of the Ring

- War of the Last Alliance scenario has been updated with additional and reworked units and heroes based on the upcoming Adventure: Host of the West faction.
- Voice acting
 - New voice sets for various heroes and units, including several old voice sets that were redone to match current standards
 - New EVA lines for Gondor
 - New EVA lines for Rohan
 - New EVA lines for Erebor
 - New EVA lines for Isengard
 - New EVA lines for Misty Mountains
 - New EVA lines for Mordor
 - New EVA lines for Adventure: Ithilien
 - New EVA lines for Adventure: Arthedain
 - New EVA lines for Adventure: Rhûn
- Improved balance
 - Taking into account the feedback gathered over 8.3.1's long existence, as well as extensive internal testing, we have implemented a long list of [balance changes](#).
- New quality of life changes
 - Reworked dozens of power descriptions to now state modifier types, duration of effects and effect values

Maps

- New Maps
 - Udûn (4p)
 - Intaba (4p)
 - Hammerstead (4p)
 - Ost-in-Myribin (4p)
 - Parth Ithil (4p)
 - Brandford (4p)
 - Pinnath Gelin (6p)
 - Parth Anduial (2p)
 - Sutcrofts (4p)
 - Egladil (2p)
 - Erebor Highlands (2p)
 - Tol Morwen (2p)
 - Laeglind (2p)

Changes to existing maps

- Adventure: Durin's Folk - replaced vanilla Iron Hills with an edited version of Erebor Highlands

- Steppes of Sarakhax received layout rework - now more compatible for 2v2 team games, also added inns to the map
- Buckland has been resized - map is now slightly bigger, players can now also use paths on sides
- Eregion has been resized - now having more space on the flanks and behind the bases, also added signal fire in the middle as well as 2 more warg creeps
- Ithilant has received visual and layout improvement
- Westmarch has received layout improvements - removed one hill from in front of each base making the map a bit more open, and rearranged the creeps and signal fires
- Harnen - fixed broken textures
- Grór's Valley - has received minor terrain changes
- East Bight - WR now uses green leaves textures for structures
- Hall of Oak - WR now uses green leaves textures for structures
- Parth Ithil - WR - now uses green leaves textures for structures
- Rhosgobel - WR - now uses green leaves textures for structures
- Taur-en-Morvith - WR now uses green leaves textures for structures
- Taur-na-Faroth - WR now uses green leaves textures for structures
- Taur-na-Vereth - WR now uses green leaves textures for structures

AI

- Adventure: Angmar has functioning AI
- Adventure: Minas Morgul has functioning AI
- AI combat chain adjustments
- Added a new AI anti-stall script, which prevents the AI from stalling in the late game.

Worldbuilder

- See The3rdAge.net ([link](#)) for a link to AotR Worldbuilder 9.0 **(coming soon)**
- Includes all Age of the Ring - 9.0 content.

Bug Fixes

General

- Removed unneeded SHRUB kindof from several props for improved performance
- Scorpion Den's slaved Giant Scorpion no longer levels up
- RuinedTower_Open no longer counts towards victory
- Fixed music bug where special music cues, once triggered in a game, would then attempt to refire on every single frame for the remainder of it

Gondor

- Summoned Trebuchet no longer costs 30 commandpoints
- Sworn Allegiance can no longer be heard mapwide by all players
- Beregond no longer prioritizes structures on attack-move
- Anorien archer horde will now swap to melee when engaged up close
- Gondor wall and expansions with Numenorean Stonework no longer lose upgraded texture when damaged

Rohan

- Summoned Ents no longer use their throwing animations for attacking infantry
- Onagers now have height range bonus

Lothlórien

- Nandor Hîr-Hathol knockback resistance now works
- Huorn should no longer occasionally miss when attacking structures
- Waters of Nimrodel no longer uses Beregond's structure buff FX

Erebor

- Added Armed Miners and Ered Luin Guard to the Iron Hills Battlewagon's Leadership
- Barding Black Arrows no longer triggers x2 voicelines
- Lord Dain's Summon no longer allows him to summon goats from dismounted after revival
- Ravens of Erebor - structure buff no longer affects expansion pads or capture flag
- Mangonels now have height range bonus
- Gimli axe throw will no longer miscast and can now correctly be refreshed by powers

Rivendell

- Hall of Fire can no longer be cheesed for extra summons
- Fixed HoF Gil-Galad missing fade death
- Gildor no longer has two sets of experiencelevels entries
- Veterans of the Last Alliance knockback resistance now works
- Library damaged states no longer show unused objects

Woodland Realm

- Druid of Oaken Order no longer has level 5 health modifier

Mordor

- Gothmog's old Orc Malice ability no longer activates when selected with Nazgul and Relentless Pursuit is used
- Shagrat - increased offset of summon Uruks from structure
- Mordor Orc archers now have properly functioning melee attacks
- Improved Easterling Axemen's autoability

Isengard

- Ugluk's headhunter filter now properly includes all Uruk-hai units
- Uruk scouts no longer target buildings with attack-move orders
- Mine Berserker should no longer get unlocked by allied players' upgrades

Misty Mountains

- Moria orcs on the fortress and fortress expansions now properly receive flaming munitions from Infestation
- Summoned Goblin-towners now have Grubby Hands passive button

Dol Guldur

- FIXED - Tethered Shade from DFtL does not use faded death
- Blighted trappers now fall down and get back up properly when trampled
- Pressing "W" on Slave Mills no longer shows Hall of Fire decal cursor

Haradwaith

- Great Scorpion no longer uses Gorkil lines for garrison
- Nafarati Beastmasters may now target flyers
- Horn of Kârna no longer uses elven worker

Maps

- Adventure: Arthedain - Elrond can now capture buildings
- Adventure: Angmar - Added Hotkey to Ulf's Leader of the Pack
- Adventure: Angmar - Added Arthedain's heroes to Gorg's bonus damage filter
- Adventure: Dorwinion - Istari Acolyte have level 5 health modifier
- Adventure: Rhûn - Houndmaster Belohk may now target flyers
- Adventure: Rhûn - fixed Variag Outrider banner cannot crush, can be trampled

Campaigns

- Legolas now has proper sounds when mounted

Balance Changes

General

- Gates are now attackable by infantry on Fortress maps (Change not applied to Besiege maps)
- Adjusted fortress gate armor to decrease incoming damage from CRUSH and PIERCE to match standard structure resistances
- Wells and Fortresses heal heroes by 2% rather than 3%
- Removed +10% speed bonus from hero/monster aggressive stance
- Adjusted hero experience requirements across the board
- Adjusted hero dodge percents according to speed
- Ents/Entwives - now use Hero stancetemplate as other monsters do
- Shield/spearwall formations now grant 40% armour, -33% speed and no longer debuff damage
- Rebalanced heroic units - changed single row battalions to double row and adjusted stats
- Decreased HeroMiniFootArmor; structural 80% to 50%
- Heroic Units - standardised respawn time to 20 seconds
- Cave and Mountain trolls will now use their shoulder bash to attack structures while wielding trees, and the splash attack from their tree attacks against units no longer deals damage to adjacent structures.
- Mountain and Cave Trolls - decreased shoulder bash damage from 250 to 160
- Mountain and Cave Trolls - decreased speed from 70 to 60, now recruited in melee mode
- Mountain and Cave Troll - Rock Throw damage decreased from 300 to 275
- Increased Resourcearmor hero armor from 50% to 45%
- Increased Fortressarmor hero armor from 50% to 45%
- Increased GuldurStructureArmor hero armor from 70% to 60%
- Increased MallornTreeArmor hero armor from 70% to 60%
- Increased Pelargir Expeditionaries cost from 300 to 325

Gondor

- Lone Tower - added decal for armour buff radius
- Numenorean Engineering - guards are now able to be attacked
- Dol Amroth Citadel - decreased experience award by 33%
- Elessar - 'Fulfil Your Oath' can now only be cast dismounted
- Elessar - increased 'Hands of the King' cooldown from 2 mins to 4 mins
- Elessar - increased 'Anduril' cooldown from 2 mins to 3 mins
- Elessar - now excluded from Forlong's 'True Heart, True Friend!' and 'Restoration' abilities
- Forlong - split basic melee damage into 40 damage + 85 damage in 5 radius
- Gandalf - increased health from 2700 to 2900
- Gandalf - decreased mounted damage from 350 hero + 150 magic to 300 hero + 125 magic

- Gandalf - decreased structure scalar on mounted hero damage from 90% to 60%
- Gandalf - decreased dismounted damage from 350 hero + 150 magic to 325 hero with a 90% scalar v structure and 125 magic
- Gandalf - split dismounted splash damage: 80 hero & 30 magic + 245 hero & 95 magic in 15 radius
- Gandalf - increased cooldown of dismounted 'Wizard Blast' from 45 to 60 seconds
- Beregond - decreased ranged damage from 150 to 130 with a 90% scalar versus cavalry & heroes
- Beregond - decreased level 7 'Fierce Loyalty' buff from 25% to 15% damage and armor
- Beregond - decreased experience tier from tier 4 to tier 3
- Boromir - decreased 'Knife Throw' debuff from -30% to -25% armour
- Boromir - now gains 10% armour at level 5
- Faramir - decreased Wounding Arrow hero scalar from 125% to 110%
- Faramir - decreased ranged damage with a 90% scalar versus cavalry & heroes
- Denethor - decreased lvl 3 damage leadership from 33% to 25%
- Denethor - decreased High Authority range from 500 to 300
- Pippin - decreased 'Halfling Courage' leadership from 33% xp gain to 15%
- Pippin - decreased hero experience leadership radius from 200 to 100
- Pippin - increased base health from 400 to 550
- Pippin - increased melee damage from 55 to 80
- Pippin - increased base speed from 50 to 55
- Pippin - decreased level 5 health increase from 600 to 350
- Pippin - decreased 'Troll-bane' duration from 30 sec to 20 sec and decreased monster scalar from 250% to 200%
- Dol Amroth Men-at-Arms now have stats on par with Black Numenorean Warriors
- Dol Amroth Men-at-Arms are now affected by Sworn Allegiance and can unlock Armaments of the Fiefdoms
- Dol Amroth Men-at-Arms - increased cost from 500 to 700
- Dol Amroth Men-at-Arms - increased 'Sally Forth' damage buff from 25% to 33%
- Dol Amroth Men-at-Arms - increased upgraded damage to 180
- Swan Knights - decreased damage from 125 to 115
- Swan Knights - decreased health from 800 to 700
- Swan Knights - decreased speed from 110 to 100
- Pinnath Gelin Riders - decreased unupgraded damage from 70 to 65, upgraded from 140 to 130
- Pinnath Gelin Riders - decreased speed from 110 to 100
- Gondor Knights - decreased unupgraded damage from 75 to 70, upgraded from 150 to 140
- Fountain Guards - decreased FlankedPenalty on armorset from 65% to 50%
- Fountain Guards - increased CP cost from 90 to 120
- Linhir spearmen - increased health from 215 to 225
- Lossarnach Axemen - increased upgraded weapon radius from 7 to 9
- Lossarnach Axemen - increased upgraded weapon damage from 120 to 130
- Ithilien Rangers - increased cost from 600 to 625
- Minas Tirith Pikemen - increased health from 275 to 290

- Minas Tirith Archers - increased health from 220 to 235
- Marketplace - now costs 800 and 'Grand Harvest' can be purchased for 600
- Gondor Farm - decreased max cavalry discount from 25% to 20%
- Bulwark of the West - decreased cost from 1500 to 1250
- Stoneworker - now generates a small amount of resources (+10 resources per tick regardless of terrain)
- Stoneworker - decreased cost from 800 to 650

Rohan

- Lone Scout - doubled deceleration percent to 30%
- Muster the Rohirrim - Rohirrim Archers that are created by converted Yeoman Archers are now granted Heavy Armour and Horseman Shields rather than Fire Arrows
- Stormcrow Legolas - now has proper mounted sounds
- Stormcrow Legolas - decreased damage and radius of Windstorm
- Stormcrow - decreased mounted specialist armour of heroes from 30% to 50%
- Last March - summoned Treebeard no longer grants xp when killed
- Merry - increased base health from 400 to 550
- Merry - increased melee damage from 55 to 80
- Merry - increased base speed from 50 to 55
- Merry - decreased lvl 5 hp bonus from 600 to 350
- Merry - decreased hero experience leadership radius from 200 to 100
- Merry - decreased Esquire of Rohan leadership from 33% xp gain to +15%
- Merry - increased cooldown of 'Halfling Courage' from 60 seconds to 90 seconds
- Merry - decreased 'Halfling Courage' armor debuff from -100% to -25%
- Merry - decreased 'Esquire of Rohan' buff he receives from Eowyn from +25% damage and armour to +15% damage and armour
- Éowyn - decreased hero scalar of Begone, Foul Dwimmerlaik from 200% to 175%
- Éomer - decreased mounted melee damage to structures by 15%
- Éomer - decreased Thirst of Guthwine 1st nugget hero scalar from 200% to 150% and decreased radius on 1st nugget from 20 to 12
- Éomer - decreased mounted Thirst of Guthwine 1st nugget hero scalar from 200% to 150%, decreased radius on 1st nugget from 20 to 10, and decreased the radius of the 2nd nugget from 15 to 12
- Theodred - decreased mounted melee damage to structures by 15%
- Theodred - removed +10% movement speed from level 5 'Prince of the Riddermark' leadership
- Elfhelm - decreased mounted melee damage to structures by 10%
- Elfhelm - decreased dismounted ranged damage with a 90% scalar versus cavalry & heroes
- Erkenbrand - Gilded Horn no longer grants fear/terror resistance
- Erkenbrand - decreased Gilded Horn speed bonus from 20% to 10%
- Rohirrim Archers - increased damage vs heroes on base pierce from 133% to 145%, and on upgraded pierce from 133% to 140%

- Rohirrim Archers - increased armour vs hero and hero ranged from 200% to 175%
- Rohirrim Archers - increased health from 400 to 500
- Rohirrim Archers - decreased range from 350 to 335
- Rohirrim Archers - decreased specialist armour by 10%
- Rohirrim Archers - increased reload time by 6.5%
- Helmingas - 'Mark of Helm' now grants +75% damage for 30 seconds from +100% for 60 seconds
- Rohirrim Warriors - decreased unupgraded damage from 60 to 55, upgraded from 120 to 110
- Horseman of the Mark - decreased unupgraded damage from 70 to 65, upgraded from 140 to 130
- Horseman of the Mark - decreased speed from 110 to 100
- Mounted Kingsguard - decreased damage from 125 to 115
- Door-wardens - increased health from 380 to 390
- Rohan Fortress - decreased 'Ride of the Rohirrim' cooldown from 8 to 6 minutes
- Rohan Stables - Removed Horsemaster leadership
- Draft Tower - Rohirrim Warrior summon has been changed out for Riders of Snowbourn instead
- Draft Tower - increased build time from 30 to 45 seconds
- Draft Tower - decreased health from 2500 to 2125
- Draft Tower - decreased Peasant summon duration from 90 to 35 seconds
- Draft Tower - Summoned peasants now benefit from Draft's armor and health bonus
- Draft Tower - increased Firienholt upgrade to 110% of the unit's cost

Lothlórien

- Gifts of Lorien - decreased cooldown from 360 to 270 seconds
- Silvan Allies - added a single dismounted Gilded Guard to the middle of the summon, with a 20% scavenger leadership in a 150 radius
- Huorn - decreased Wicked Slumber armour boost from 300% to 150% armour
- Huorn - increased width of geometry from 17.6 (Ent) to 30
- Huorn - Added 75% scalar vs pikes to Wicked Slumber weapon and decreased the radius to 80
- Wicked Slumber - Huorn becomes unselectable for duration of ability
- Eagles of the Mountains - removed ability to cast in shroud
- Mists of Lothlorien - increased speed debuff from -50% to -60%
- Celeborn - decreased Cunning Warrior armour buff from 100% to 50%
- Celeborn - decreased The Silver Host cooldown from 6 minutes to 5 minutes
- Haldir - increased cost from 1,800 to 1,900
- Haldir - decreased radius of teleport from 100 to 60
- Haldir - increased melee splash damage from 60 to 70
- Haldir - moved Captain of the Galadhrim leadership to level 1, and bow unlock to level 3
- Haldir - decreased Captain of the Galadhrim damage leadership from 33% to 25% and moved it to level 1
- Haldir - increased Captain of the Galadhrim armour leadership from 20% to 25% and moved it to level 3

- Haldir now dons heavy armour at level 5
- Haldir - decreased cooldown of Captain of Galadhrim active effect from 4 minutes to 3 minutes and 30 seconds
- Haldir - moved Teleport from level 3 to level 8
- Orophin - rearranged powers; Gwedhanar at 1, Megilherdir at 3, Warden of the Celebrant at 5 with active armor buff at 7, Border Guard's Judgement at 9
- Orophin - increased cost from 1,000 to 1,200
- Orophin - adjusted leadership to 15% damage at level 5
- Orophin - adjusted Megilherdir - 25% damage + 50% armor active buff at level 3; active ability - 50% armor at level 7
- Rumil - increased cost from 1200 to 1300
- Rumil - decreased ranged damage from 150 to 130 with a 90% scalar v cav & hero
- Rumil - Feigned Voices no longer affects heroes and heroic units
- Idrial - increased cost from 1500 to 1600
- Idrial - Gift of Galadriel can no longer be cast on top of units
- Idrial - increased Cleanse Shadow cooldown from 90 to 120 seconds
- Idrial - decreased Cleanse Shadow heal amount from 750 to 600
- Idrial - decreased Cleanse Shadow heal radius from 200 to 150
- Idrial - decreased leadership to Pathstalkers and Handmaidens from +33% damage and armour to +25% damage and armour
- Sindar Pathstalkers - decreased Shadowstrike damage boost from +125% to 100%
- Sindar Pathstalkers - increased CP cost from 52 to 72
- Handmaidens - decreased crush armour from 20% to 40%
- Handmaidens - decreased buildcost from 450 to 425
- Handmaidens - decreased damage radius from 20 and 15 to 10
- Tawarwaith - increased health from 230 to 245
- Tawarwaith - increased damage from 60 to 62
- Silvan Sentries - increased cost from 300 to 315
- Riders of the Naith - decreased melee unupgraded damage from 60 to 55, upgraded from 120 to 110
- Riders of the Naith - decreased speed from 110 to 100
- Riders of the Naith - decreased command point cost from 80 to 70
- Waters of Nimrodel - no longer buffs eco mapwide, but in a wide radius
- Amroth's Knights - decreased unupgraded damage from 80 to 70, upgraded from 160 to 140
- Amroth's Knights - decreased buildtime from 60 to 50 seconds
- Amroth's Knights - increased health from 550 to 590
- Amroth's Knights - decreased speed from 110 to 100
- Nandor-hir-Hathol - increased base magic armour from 75% to 65%
- Nandor-hir-Hathol - weapon tweaks; increased NandorBlademasterSword from 50 hero to 75 HERO; decreased NandorBlademasterSword SLASH from 50 to 25; decreased NandorBlademasterSword HeroScalar from 150% to 125%; increased For Lorninand! Magic

damage from +50 to +60; decreased cavalry scalar from 150% to 125% for NandorBlademasterAxe

- Nandor Hir-hathol - increased CP cost from 90 to 100
- New ability for Sentinels of Cerin Amroth, 'Gilded Shields'
- Mirror of Galadriel - remove armour bonus for Barracks and Green Pasture
- Mirror of Galadriel - decreased cost to 800 from 900
- Mallorn Pasture upgrade - decreased cost from 400 to 350
- Storehouse - increased level 3 cost from 1000 to 1500
- Storehouse - grants 50CP and decreased primary upgrade cost from 300 to 250
- Storehouse - decreased experience requirements from 2000 to 1750 for level 2 and 4000 to 3500 for level 3.
- MallornTreeBarracksArmor - increased slash from 25% to 15%; cavalry from 25% to 15%; specialist from 25% to 15%; siege from 125% to 110%
- Entmoot - decreased cost from 750 to 600
- Axe-elf Garrison - increased summon time from 20 seconds to 40 seconds
- Green Pasture - level 2 Green Pasture now grants +10% damage & armour, and level 3 grants +15% damage & armour to Lothlorien cavalry
- Green Pasture - increased level 2 upgrade cost from 200 to 300 and level 3 upgrade cost from 300 to 350
- Silvan Levy - increased Sentry duration time from 30 seconds to 35 seconds
- Silvan Levy - decreased cost from 500 to 350
- Silvan Levy - increased the duration from 20 seconds to 30 seconds
- Hidden Sanctum - decreased cost from 700 to 600
- Hidden Sanctum - increased radius of Armor of Doriath and Long Memory from 25 to 40
- Hidden Sanctum - increased Armor of Doriath health increase from +50HP to +60HP
- Hidden Sanctum - decreased Armor of Doriath and Long Memory cooldowns from 6 minutes/4 minutes with statue to 5 minutes/2 minutes with statue
- Blessed Waters - decreased build time from 45 seconds to 25 seconds
- Mallorn Roots - decreased armour bonus from 33% to 25% and decreased the cost from 300 to 250
- Marchwarden Garrison - decreased cost from 500 to 300 and now summons half a battalion of Marchwardens for 40 seconds
- Talan - decreased cost of Niphredil Bloom from 400 to 350

Rivendell

- Breath of Manwe - decreased damage in the center of the tornado from 50 to 30
- Breath of Manwe - decreased duration of tornado from 10 to 7 seconds
- Blessing of Ulmo now decreases cooldown of 'Song of Finwë' abilities by 50%
- Many Meetings' melee and non-elite ranged hordes now come equipped with heavy armour
- Arwen - now buffs Revelers' movement speed by +15%

- Strider - decreased 'A Fire Shall be Woken' damage buff from 75% to 50% and armour buff to friendly heroes from 15% to 10%
- Strider - decreased ranged damage with a 90% scalar v cavalry & heroes
- Strider - decreased speed from 60 to 55
- Strider - decreased 'Kingsfoil' radius from 200 to 150
- Halbarad - decreased ranged damage from 150 to 130 with a 90% scalar versus cavalry & heroes
- Halbarad - decreased speed from 60 to 55
- Halbarad - decreased 'Muster the Dúnedain' recruit speed bonus from 125% to 100%
- Gildor - increased cost from 1,100 to 1,200
- Gildor - increased 'Light of Telperion' cooldown from 2 mins to 3 mins
- Gildor - Wandering Companies is now a summon on target location ability
- Gildor - decreased Wandering Companies summon duration from 75 to 60 seconds
- Gildor - decreased hobbit leadership from +33% damage, armour, and experience to +25%
- Elladan and Elrohir - decreased hero leadership; refresh bonus from 25% to 15% and auto heal bonus from 25% to 15%
- Grey Company - removed 100 FROST damage nugget from melee weapon
- Grey Company - decreased SLASH armour from 45% to 65%
- Grey Company - decreased Skilled Hunters speed debuff from -40% to -25%
- Noldor Archers - decreased command point cost from 90 to 80
- Noldor Glaivesmen - increased horde movement speed from 50 to 55
- Noldor Elves - decreased Guardsmen and Archers cost from 800 to 750, Glaivesmen from 800 to 700
- Knights of Rivendell - decreased speed from 110 to 100
- Revelers - increased weapon attack range from 550 to 600
- Dunedain Outriders - decreased unupgraded damage from 70 to 65, upgraded from 140 to 130
- Veterans of the Last Alliance - decreased pierce armour from 8% to 10%
- Veterans of the Last Alliance - decreased slash armour from 10% to 15%
- Veterans of the Last Alliance - decreased Bow pierce and magic damage from 120 + 40 to 110 + 35
- Bounders - decreased crush armour from 125% to 145%
- Bounders - decreased level requirement of rock throw from 3 to 2
- Bounders - decreased rock throw damage from 60 to 40 and increased range from 200 to 225
- Lay of Leithian - increased research time from 30 seconds to 50
- Rivendell Library - increased build cost from 500 to 600

Erebor

- Fully Armed and Filthy - now gives Khuzdul Runes and Mithril-tipped Arrows to Dwarves, Dwarven Plate to Lake-town and Dale units
- Erebor Deep Mine (Undermine) - guards are now able to be attacked
- Thrór's Hoard - decreased gold value from 10000 to 7500
- Arcah/Roac - Wisdom of Yore grants additional xp at level 5

- Gimli - decreased Axe Throw cooldown to 30 seconds
- Gimli - Axe Throw now slows by 50% for 10 seconds instead of stunning
- Gimli - adjusted Axe Throw scalars - increased infantry scalar from 50% to 70%; removed 50% scalar vs monster; added a 120% scalar vs hero & monster; removed 200% scalar vs cav
- Gimli - decreased Leap damage from 200 to 190
- Gimli - increased Gloin Axe structure scalar from 60 to 70%; Balin Axe - removed 60% structure scalar and decreased splash radius from 12 to 10
- Gimli - increased health from 2600 to 2800
- Gloin - increased XP tier from tier 2 to tier 3
- Gloin - decreased radius of teleport from 100 to 60
- Gloin - increased cost from 1200 to 1500
- Gloin - increased 'Venture Capitalism' level requirement from 5 to 6
- Gloin - increased 'Secret Ways' level requirement from 8 to 9
- Balin - decreased cooldown of Balin's Expedition from 5 minutes to 3 minutes and 30 seconds
- Balin - decreased Balin's Expedition damage/armor leadership effect radius from 300 to 250
- Removed Hadrhod's structure leadership - moved to Dúrin the Deathless
- Hadrhod - reverted kit to 8.2 xp requirements
- Hadrhod - decreased XP tier from tier 3 to tier 2
- Hadrhod - Keen Eye active element now requires level 3
- Hadrhod - Stone Hewer leadership now unlocked at level 6, active at level 8
- Hadrhod - Bonds of Friendship now unlocked at level 10
- King Dain - decreased movement speed from 45 to 40
- Lord Dain - decreased health from 3000 to 2800
- Stonehelm - decreased Dwarven Grudge splash radius from 70 to 60
- Stonehelm - decreased level 8 permanent armour buff from 50% to 33%
- Kili - decreased base ranged damage with a 90% scalar vs heroes, and removed 200% ranged scalar vs cavalry
- Kili - decreased Quickshot scalar vs cavalry from 200% to 150%
- Bard - decreased ranged damage with a 90% scalar vs cavalry & heroes
- Bard and King Brand - decreased cooldown of Black Arrow abilities from 100 seconds to 90 seconds
- King Brand - increased leadership from 25/33 damage and armor to 33/33
- King Brand - Black Arrow now knocks back at level 2 and can knock back heroes, debuffs armour at level 5
- Iron Hills Warriors - decreased commandpoint cost from 100 to 90
- Grim Hammers' - increased scalar vs structures from 80% to 90%
- Battlewagon - decreased leadership to dwarves from 33% damage and armour to 25%
- Battlewagon - decreased crush damage from 180 to 140
- Battlewagon - included Barding units in leadership with a separate and weaker modifier of 15/15/25 damage/armor/experience
- Battlewagon - deals 20 extra crush damage once Mince Meat, Coming Up! is unlocked
- Dwarven Mangonel - decrease cost from 800 to 700

- Ered Luin Traders - decreased cost from 450 to 400
- Barding Longbowmen - reverted older nerf and increased upgraded arrow damage to 105 pierce, 15 slash
- Bardings Swordsmen and Guards of the Master - increased unupgraded (200% to 180%) and upgraded (120% to 110%) crush armours
- Natural Sprinters is now active ability that grants +15% movement speed and ability to crush, for 5 seconds, and 10 seconds of +15% damage and armour; GuardianCrush deals improved damage at level 4 for guardians and level 5 for phalanx
- Dwarves charge weapon - removed 300% flanking bonus from charge weapon, increased requirement to level 3 for Phalanx; now only has 100% flank bonus at level 4 for Guardians, and 100% flank bonus at level 5 for Phalanx on charge weapons.
- Decreased max number of Khazad-uzbadul from 3 to 2
- Khazad Uzbahul - decreased PIERCE armor from 7% to 9%
- Khazad Uzbahul - increased command point cost from 80 to 88
- Vault Wardens - increased command point cost from 60 to 80
- Erebor Fortress Oil Cask - increased cooldown from 30 seconds to 90 seconds
- Tunnel Collapse - decreased eco debuff duration from 60 to 30 seconds
- Tunnel Collapse - stun duration reduced from 15 seconds to 10 seconds
- Mineshaft now has a smaller model and geometry

Woodland Realm

- Hidden Sentries - summoned Feredir now deal 50% less damage vs builders
- The Elves Awoke Them - tree no longer knockbacks heroes
- The Elves Awoke Them - removed spawn damage
- The Elves Awoke Them - removed stealth function
- Elvenking's Decree - increased duration from 60 seconds to 90
- Elvenking's Patience - increased initial slow duration from 10 seconds 15 seconds
- Elvenking's Feast - increased teleport cooldown from 2 to 30 seconds
- Elvenking's Feast - decreased healing rate from 2%/sec to 1%/sec
- Elvenking's Feast - decreased modifiers from 33/33 damage and armor to 25/25
- Elvenking's Feast - decreased lifetime from 3 to 2 minutes
- Elvenking's Feast - decreased hp from 2000 to 1750
- Elvenking's Feast - decreased shroud clear range from 500 to 300
- Hail of Arrows - decreased damage of the first volley from 550 to 525 damage and second volley from 550 to 475 damage
- Decreased Eotheod unupgraded damage from 60 to 55, upgraded from 120 to 110
- Legolas - decreased piercing shot debuff duration per-hit from -40% speed for 15 seconds to -40% for 5 seconds
- Galion - decreased Miruvor heal at level 6 from 900 to 800 and at level 9 from 1300 to 1100
- Galion - increased cost from 1200 to 1300
- Galion - Dorwinion Red no longer buffs heroic units

- Thranduil - increased Memory of Mordor cooldown from 180 seconds to 240 seconds
- Tauriel - increased cost from 1200 to 1400
- Tauriel - removed heroes from Fleet Footed speed boost
- Tauriel - split Close Quarter Combat melee splash damage from 200 hero in 15 radius to 75 hero + 125 hero in 15 radius
- Tauriel - decreased strength of leadership; now grants +15% vision and attack range from +25%
- Tauriel - decreased ranged damage with a 90% scalar vs cavalry & heroes
- Feren - Commander of Eryn Lasgalen is now a summon on target location ability
- Feren - increased Commander of Eryn Lasgalen cooldown from 180 to 300 seconds
- Radagast - A Very Great Wizard no longer instantly replaces units with animals; instead deals 225 magic damage in 100 radius
- Gilded Guard - increased health from 750 to 800 and damage vs structures from 70% to 80%
- Gilded Guard - decreased speed from 110 to 100
- Sindar Nobles - decreased speed from 110 to 100
- Silvan Spearmen - decreased health from 250 to 240
- Silvan Spearmen - decreased unupgraded damage from 75 to 60, upgraded from 150 to 120 and increased structure scalar from 85% to 90%
- Silvan Wardens - decreased health from 240 to 235
- Silvan Wardens - decreased specialist armour from 26% to 30%
- Silvan Outriders - decreased speed from 110 to 100
- Woodmen Hunters - increased axe slash damage from 45/90 to 50/100
- Woodmen Hunters - decreased cost from 375 to 350
- Potion of Potency - Druid permanently gains 200 health after purchasing the upgrade
- Blessing of Aldaron - now passively heals nearby Woodmen Hunters
- Beorning Berserkers - decreased cost from 1000 to 900
- Beorning Berserkers - increased crush weapon damage from 40 to 65 and decreased build time to 50 seconds
- Beorning Berserkers are now buffed by Elvenking's Decree
- Beorning Lodge - decreased cost from 400 to 350
- Increased number of Hunting Shrines needed for Silvan discount: 2 Shrines = 5%, 4 Shrines = 10%, 6 Shrines = 15% and 8+ Shrines = 20%.

Mordor

- Cracks of Doom - decreased damage, removed Orc Warriors and added Rohan Peasants to the negative damage scalar
- Barricade - added decal for armour buff radius
- Slaves of Nurn - decreased production bonus from 275% to 200%
- Slaves of Nurn - now affects Gorgoroth Foundries
- Call the Horde - now grants orc warriors and pikemen Mark of the Red Eye when recruited
- Call the Horde - increased Duration from 30 to 45 seconds

- He is Gathering All Evil to Him - increased Haradrim Riders' health and deceleration from 300 and 15% to 400 and 5%
- Eye of Sauron - increased damage from 2.1 to 2.25
- Fires of Orodruin - no longer causes fear, decreased damage radius from 200 to 175
- Shagrat - decreased Captain of the Tower summon duration from 90 seconds to 60 seconds
- Shagrat - decreased Captain of the Tower summon range from 500 to 150
- Shagrat - increased Captain of the Tower cooldown from 184 seconds to 240 seconds
- Shagrat - removed splash damage from base weapon
- Nazgûl on Fellbeast - decreased auto heal rate from 30 to 15 health per second
- Nazgûl - Increased experience tier from 3 to 4
- Nazgûl - removed +200% damage scalar vs siege from Nazgûl's base weapon, added to weapon when Relentless Pursuit is active
- Nazgûl - can no longer dismount while Relentless Pursuit is active
- Nazgûl - increased cost from 1300 to 1400
- Nazgûl - decreased crush damage from 130 to 90
- Nazgûl - decreased flanking bonus on crush weapon 200% to 100%
- Nazgûl - increased Black Breath damage from 6 to 30 per tick
- Nazgûl and Witch-king - decreased mounted movement speed from 115 to 105
- Witch-king - increased health from 4000 to 4300
- Mouth of Sauron - decreased Faithless and Accursed duration to 35 seconds
- Mouth of Sauron - decreased weapon splash radius on both mounted and dismounted weapons from 10 to 7
- Mouth of Sauron - split dismounted weapon into 70 hero + 250 hero in 7 radius
- Mouth of Sauron - split mounted weapon into 50 hero + 250 hero in 7 radius
- Mouth of Sauron - Ambassador now also decreases Mouth of Sauron's damage by -25% for 20 seconds
- Mollok - Reaping Slash no longer heals per hit, now passively heals over time
- Gothmog - Form Ranks, Maggots can now only be cast while dismounted
- Mountain Troll - decreased structural armour from 50% to 65%
- Mountain Troll - decreased pierce armour from 40 to 45%
- Mountain Troll - Eat An Orc now activates a cancellable autoheal that heals over time rather than instantly
- Mountain Troll - decreased CD on eat orc from 90 seconds to 45
- Variags of Khand - increased recruitment time from 20 seconds to 22
- Golden Axemen - increased CP cost from 80 to 90
- Golden Cataphracts - decreased unupgraded damage from 90 to 80, upgraded from 180 to 160
- Golden Cataphracts - decreased speed from 105 to 100
- Olog-hai - increased cost from 1150 to 1250
- Great Beasts of Gorgoroth - decreased cost from 1600 to 1500, moved from level 3 to level 2 Siege Works, and decreased Hop On, Boys! Cost from 500 to 350
- Grond - decreased health from 50,000 to 45,000
- Grond - changed crush weapon to Demolisher Crush

- Great Siege Works - now heals Great Beasts at level 3.
- Morgul Beacon - increased cooldown from 3 minutes to 5 minutes
- Mordor Troll Cage - decreased level 3 cost from 1000 to 900

Isengard

- Industry - decreased production bonus from 275% to 200%
- War Camp - decreased health from 3500 to 2500
- Fuel the Fires - decreased production bonus from +60% to +55%
- Scum from Lugburz - hordes changed from x4 Orc Warriors, to x2 Orc Warriors, x1 Orc Pikemen and x2 Orc Archers who come with fire arrows
- Sharku - decreased Man-eater damage and armour bonus from +50% to +25% and decreased the heal from 50% to 30%
- Sharku - increased cost from 1200 to 1400
- Sharku - split melee splash damage so it is 67 hero + 133 hero in 7 radius
- Sharku - Removed CAVALRY KindOf
- Saruman - Increased CD of Curunir's Wrath from 2 mins to 2 mins 30 seconds, increased CD of Fireball from 1 min to 1 min 30 seconds, and increased CD of Wizard's Blast from 1 min to 1 min 10 seconds
- Uglúk - decreased Reinforcements from Saruman summon duration from 90 seconds, to 60 seconds.
- Uglúk - moved Reinforcements from Saruman's level requirement from 7 to 8
- Uglúk - Reinforcements from Saruman now includes Mauhúr at level 10
- Uglúk - decreased Headhunter damage bonus from +100% to +75% and decreased the duration from 25 seconds to 20 seconds.
- Uglúk - decreased heal of Orcish Medicine from 1000 to 800, decreased the radius from 200 to 150, and increased the cooldown from 100 to 120 seconds
- Lurtz - moved Cripple from level 4 to level 5
- Lurtz - decreased Cripple maximum range from 320 to 275
- Lurtz - decreased Cripple pin duration from 15 to 10 seconds
- Lurts - Leader of the Hunt now grants +33% armour at level 1 and +33% damage at level 4
- Lurtz - increased cost from 1800 to 1900
- Wulfgar - increased Crow Banner debuff radius from 100 to 150
- Uruk-hai Pikemen - decreased health from 300 to 290
- Fighting Uruk-hai - increased health from 275 to 285
- Uruk-hai Berserker - increased cost from 300 to 450
- Uruk-hai Berserker - decreased damage from 225 from 300, and decreased splash radius to 10 from 15
- Uruk-hai Berserker - decreased speed from 60 to 55
- Uruk-hai Berserker - Iron Fist now grants bonus speed from 55 to 60
- Uruk-hai Berserker - increased Mansblood cost from 150 to 200, now additionally improves splash radius and damage to old values

- Uruk-hai Berserker - decreased Thick Skin cost from 300 to 200, now additionally grants improved crush armor to old values
- Man-slayers - Moved Twisted Frenzy from level 4 to level 3 and Scent of Blood from level 7 to level 5
- Man-slayers - no longer gain fear/terror resistance at level 2
- Limited Man-slayers from 3 to 2
- Warg-riders - increased costs from 425 to 450
- Warg-riders - decreased unupgraded damage from 60 to 55, upgraded from 120 to 110
- Warg-riders - decreased speed from 110 to 100
- Warg Sentries - increased cost from 350 to 400
- Isengard Shieldbearers - now grant Broad Shields buff in and out of formation
- Dunlending Outriders - decreased unupgraded damage from 80 to 70, upgraded from 160 to 140
- Dunlending Huskarls - decreased limit from 3 to 2
- Dunlending Huskarls - increased CP cost from 80 to 90
- Uruk Pit - decreased level 3 cost from 1000 to 800
- Burning Forges - decreased discount from 25% to 20%

Misty Mountains

- Frozen Wastes - decreased duration from 180 seconds to 90
- Frozen Wastes no longer grants +50% experience
- Trollish Stew - decreased forbidden objects range from 80 to 50
- They Are Coming - now summons 4 moria orc warriors and a Cave Troll Destroyer, which costs 50 CP but can go over the CP limit, instead of 6 moria orc warriors
- Bolg - increased health from 3000 to 3200
- Bolg - Growing Hatred unlocked at level 1; Consecutive hits grant stacking damage at level 3 when Growing Hatred is active
- Urshak - decreased Cave In damage from 1600 to 1300
- Urshak - split passive level 1 debuffs so it's weaker at level 1 and regains its values at level 5: -15% damage and -10% armor at level 1, -25% damage, -20% armor, and -10% speed at level 5
- Muzgash - decreased Iron Discipline speed boost from 33% to 25%
- Muzgash - removed base weapon splash of 5 and decreased Putrid Blade's splash radius from 12 to 10
- Lug - decreased ranged damage with a 75% scalar vs cavalry
- Golfimbul - decreased Hatred of the Free Folk buffs from 100% armour and +100% damage to 50% armour and +50% damage
- Golfimbul - split splash damage so it is 67 hero + 133 hero in 7 radius
- Golfimbul - decreased White Wolves of Forochel cast range from 300 to 225
- Golfimbul - increased White Wolves of Forochel cooldown from 180 to 240 seconds
- Created new experience level for Mountain-orc infantry in between EVIL_TROOPS where they were, and EVIL_ELITE
- Moria-orc Archers - increased Poison Arrows scalar vs monsters from +50% to +55% damage

- Mountain Giants are now available without Brood of the North and are limited to 2; Brood of the North upgrades that limit from 2 to 5
- Mountain Giant - increased stomp radius from 70 to 80 and damage from 200 force to 250
- Gundabad Stone-troll - decreased upgrade speed debuffs from 10% to 7%
- Gundabad Stone-troll - increased price from 900 to 1000
- Gundabad Stone-troll - removed structural splash attacks from weapon while Thick Skull is active
- Snow-trolls - decreased scalar vs elite infantry from 150% to 145%
- Snow-trolls - added 125% scalar vs Mumakil, Siege Mumak and Great Beast on pierce nugget
- Cave Troll - decreased PIERCE armour from 40 to 45%
- Cold-drake - increased experience requirements
- Giant Bats - Added an 85% scalar to specialist weapon against heroic cavalry that don't have a dismount option: Gilded Guard and Swan Knights
- Giant Bats - Added a 115% scalar to specialist weapon against heroic cavalry who have a dismount option: Witch-king's Vanguard, Helmingas, Guards of the Serpent
- Giant Bats - decreased scalar vs. monsters from 175% to 135%
- Giant Bats - added specific 425% scalar to Battlewagons from 1000% to machines
- Warg Pack - decreased damage from 60 to 55
- Gundabad Wolf-riders - decreased cost from 650 to 600
- White Wolves - increased cost from 700 to 750
- White Wolves - decreased damage from 220 to 180, added 90% scalar vs heroes and decreased scalar v structure from 65% to 60%
- Bolg's Bodyguard - increased pierce armour from 65% to 60%
- Bolg's Bodyguards - increased CP cost from 90 to 100
- Bolg's Bodyguards - decreased Intimidation debuff from -25% damage and -20% armour to -20% damage and -15% armour
- Mountain Orc Brutes - increased damage from 40 unupgraded to 45, and 80 upgraded to 90
- Mountain-orc Slashers - decreased cost from 400 to 375
- Mountain-orc Slashers - Terror of the Mountain now stacks to +25% damage from +20%
- Mountain-orc Scout - decreased build time from 45 to 35 seconds
- Gundabad Berserkers - decreased command point cost from 100 to 90
- MM Fortress Wyrms summon - increased cooldown to 300 seconds
- MM Fortress Infestation - decreased upgrade cost from 1500 to 1250
- Rank 3 Wyrms Lair can now heal Fire Drakes and Cold Drakes
- Moria-orc cave - decreased cost from 350 to 325
- Mountain-orc Lodge - increased cost from 350 to 375
- Mountain-orc Lodge - increased cost of level 3 upgrade from 600 to 800

Dol Guldur

- Don't Follow the Lights - summoned Shade can no longer pick up chests or One Ring; now a temporary summon that lasts for 60 seconds or until killed
- Black Wargs - decreased damage scalar vs heroes from 90% to 80%
- Black Wargs - decreased health from 600 to 525

- Black Wargs- decreased structure scalar from 65% to 55%
- Gwanthaur - increased duration to 80 seconds
- Gwanthaur - increased MAGIC armour from 50% to 35%
- Gwanthaur - decreased hit shockwave amount from 140 to 130
- Gwanthaur - decreased spawn weapon shockwave amount
- Thráin the Broken - decreased damage from 130 to 110
- Thráin the Broken - decreased duration of No Escape from 20 to 15 seconds
- Khamul - split splash damage into 100 hero + 200 in 5 radius
- Khamul - decreased mounted speed from 115 to 110
- Necromancer - split splash damage from 250 hero + 125 magic, to 125 hero and 75 magic with no splash + 125 hero and 75 magic with 50 radius, and decreased scalar vs heroes from 200 to 150%
- Necromancer - split leadership from 33% damage and armor at level 1, to 15/15% at level 1, 25/25% at lvl 4, and 33/33% at level 8.
- Necromancer - Abhorred Dread can now create Restless Warriors from Barrow at level 5 instead of level 8
- Necromancer - increased Lord of Wolves cooldown from 2 minutes to 2 minutes and 30 seconds
- Necromancer - decreased Wreathed in Flame damage from 1000 to 600
- Krimpûl - decreased Imprison duration from 30 to 15 seconds
- Krimpûl - Dungeon Master can no longer be cast on top of units
- Krimpûl - decreased Dungeon Master range from 250 to 225
- Krimpûl - increased Orcish Chief cooldown from 180 to 300 seconds
- Krimpûl - Orcish Chief is now a summon on target location ability
- Krimpul - reduced Orcish Chief summon duration from 90 to 60 seconds
- Krimpûl - removed 5 splash from lvl 1 and lvl 3 weapon
- Cargást - March of the Dead no longer grants heroes increased experience
- Cargást - March of the Dead no longer increases friendly hero movement speed
- Cargást - Dark Awakening no longer disables attacking/moving, lasts 60 seconds ala King Unmasked
- Cargást - increased Barrow-lord's cooldown from 100 to 120 seconds and the drainlife part of the weapon has been replaced by a static 600 heal, regardless of target. (no more full heals when used on basic units)
- Saenathra - increased health from 4000 to 4300
- Orc Ravagers - decreased health from 1000 to 920, decreased damage from 110 to 105, and decreased structure damage scalar on both base attacks and appetite attacks from 300% to 135%
- Orc Ravagers - decreased slash armor from 88% to 95%; Decreased pierce armor from 33% to 40%; Decreased cavalry armor from 60% to 70%; Increased crush armor from 275% to 260%
- Unburied Wights - Black Wind ability duration increased from 10 to 20 seconds
- Unburied Wights - now spawn Unburied Remains upon Black Winds' end. After 60 seconds, Unburied Remains spawn Unburied Wights on level 1 unless the remains are destroyed

- Unburied Wights - decreased 'Biting Cold' debuff strength to -10% damage and armor at lvl 1; -15% at lvl 2; -20% at lvl 3; -25% at lvl 4; -30% at lvl 5
- Broken Rabble - RD spawned from Broken Rabble now move at dwarf speed (45)
- Broken Rabble - increased experience requirements so they are in the middle of EVIL_WEAK and EVIL_TROOPS
- Castellans of Dol Guldur - now grant Dark Presence
- Castellans of Dol Guldur - increased command point cost from 30 to 45
- Fell Brood - decreased damage from 100 to 95
- Fell Brood - increased structure scalar from 62% to 70%
- Fell Brood - decreased speed from 110 to 100
- Saenathra's Sisters - decreased crush damage from 180 to 160
- Saenathra's Sisters - decreased health from 3000 to 2750
- Saenathra's Sisters - increased cost from 550 to 650
- Saenathra's Sisters - decreased pierce armour from 30% to 36%
- Saenathra's Sisters - decreased melee damage from 250 to 230, added 60% scalars v pikes and increased scalar v structures from 60% to 75%
- Blighted Trappers - increased command point cost from 60 to 80
- Harbingers of Shadow - decreased CRUSH armour from 30 to 40%
- Harbingers of Shadow - decreased hero scalar on weapon from 130% to 125%
- Harbingers of Shadow - increased CP cost from 80 to 88
- Moved Harbingers of Shadow from rank 2 Spire of Sorcery to rank 3
- Spire of Sorcery - decreased level 3 upgrade cost from 750 to 500
- Spire of Sorcery - decreased Greater Blight upgrade cost from 1,200 to 1,000
- Spider Lair - increased lvl 2 upgrade research time from 30 to 45 seconds
- Ruinous Tower - decreased Hidden Sentry research time from 30 to 15 seconds and decreased cost of upgrade to 100

Haradwaith

- Dry Spell - decreased effect radius from 180 to 60, and the power can now only be cast on structures
- Black Matriarch - increased Single Minded Charge cooldown from 15 to 30 seconds
- Sûladan - to solve a unintended bug, Lands Retaken can no longer be autocast
- Sûladan - decreased Lands Retaken debuffs structure armour from 33% to -25%, debuffs on fortress armour decreased to -15%
- Sûladan - added a 70% scalar vs structures to Sûladan's mounted weapon
- Suladan - increased build cost from 1700 to 1800
- Suladan - decreased mounted speed from 115 to 105
- Suladan - increased Severing Strike cooldown from 60 to 90 seconds
- Suladan - increased The Black Serpent leadership armour bonus to Harondor Raiders from +15% to +20%
- Cassimir - added a 70% scalar vs structures to Cassimir's mounted weapon

- Cassimir - decreased splash damage from 300 to 200
- Cassimir - decreased mounted splash damage from 300 to 150
- Burodapan - decreased cost from 1800 to 1600
- Mumakil - increased HERO_RANGED armour from 200% to 150%
- Mumakil & Siege Mumakil - decreased delay between melee attacks by 2 seconds
- Mahud Mastery upgrade - decreased cost from 500 to 400
- Armoured Tusks upgrade - decreased specialist armour improvement from 25% to 35%
- Siege Mumak - increased HERO_Ranged armour from 200% to 150%
- War Mûmak - Warbeast of the South grants +33% movement speed instead of forcing charge
- Guards of the Serpent - now also require Subjugation: Near Harad
- Mahud Warriors - increased DELAYBETWEENSHOTS from 633 to 800, slowing down their melee attacks
- Hasharin Blade - decreased cost from 750 to 700
- Hasharin Blade - decreased Poison Well duration to 40 seconds
- Corsairs - increased fire bomb attack range from 200 to 235
- Harondor Raiders - decreased unupgraded damage from 70 to 65, upgraded from 140 to 130
- Harondor Raiders - increased health from 350 to 365
- Watchers of Karna - adjusted formation bonuses, increased scalar vs structures to 65%
- Watchers of Karna - increased health from 660 to 720
- Watchers of Karna - increased CP cost from 90 to 100
- Nafarati Marauders - increased armour - SLASH armor from 90% to 80%; SPECIALIST armor from 80% to 65%; HERO armor from 150% to 130%
- Nafarati Marauders - increased CP cost from 80 to 88
- Carrion Feeder - decreased big_monster scalar from 175% to 135% on base and poison weapon; specialist damage nugget exclusive vs cavalry from 125 to 120 on base and poison weapon
- Beast Masters - increased HERO_RANGED armor from 100% to 75%
- Harondor Warlord - decreased upgraded armours: Default from 40 to 50%; Slash from 40 to 50%; Pierce from 15 to 25%; Specialist from 40 to 50%; increased Hero_Ranged from 80 to 75%
- Black Numenorean Vanguard - decreased recruitment time from 60 to 45 seconds
- Black Numenorean Vanguard - increased Health from 650 to 675
- Black Numenorean Vanguard - increased crush damage from 160 to 170
- Black Numenorean Vanguard - increased damage from 60 unupgraded to 65 and 120 upgraded to 130 and decreased Armoured Charge to correctly reflect new values.
- Haradwaith Caravans now show the resource radius when selected and not deployed

Known issues

General

- Dwarven CaH sapper auto-ability can be used on units, but it doesn't do damage to units since 2.02
- Saenathra can still Burrow when stunned/crippled.

- When Freezing Rain and White Winter is used some FXs disappear (vanilla bug).
- Sometimes when Uruk-hai Berserkers and Drummer Trolls catch fire they become invincible (vanilla bug).
- King Dain's Mighty Veteran does not refresh Erebor Archers or IH Crossbowmen's Punch Through and Knotted Strings abilities (unfixable)

Maps

- Skirmish maps:
 - Some map descriptions may appear too long for the loading box on resolutions lower than HD (1920x1080) (unfixable)
- Fortress maps:
 - Defender can still build/rebuild structures even if their citadel is destroyed (unfixable)
 - Some gates are un-repairable once destroyed
 - AI may sometimes be unresponsive until attacked (unfixable)
- Cirith Ungol
 - Cirith Ungol player's fortress reveals the shroud within parts of Shelob's Lair (unfixable)
- Dorwinion Vineyards
 - Shadows disappear when you zoom in (unfixable)
- Fortress: Barrow of Cargast
 - Monsters can sometimes throw rocks through walls (unfixable)
- Fortress: Dimrill Gate
 - Fortress AI doesn't work (unfixable)
- Fortress: Dol Guldur / Besiege: Dol Guldur
 - The bridge to the central entrance has dodgy pathing (unfixable)
- Fortress: Edennogrod
 - main gate must be destroyed for victory (unfixable)
- Fortress: Esgaroth
 - Various bridges sometimes stop being passable (unfixable)
 - Loading / unloading onto ships is dodgy and requires some micro (unfixable)
- Fortress: Hornburg / Besiege: Hornburg
 - Stairs leading from the deeping wall to the keep will turn invisible when the camera is at a certain angle (unfixable)
 - There is a lighting bug that darkens the entire Hornburg Fortress whenever the gate is closed. When the gate is open or destroyed, this bug disappears.
- Fortress: The Dwarf Hold
 - Battering rams are unable to target the citadel due to its walkable stair geometry (unfixable)

War of the Ring

- Multiplayer will crash once a certain number (128) territories have been claimed (unfixable). For Multiplayer WOTR, we recommend playing smaller scenarios.
- AI performance in real-time may vary between different WOTR maps and start positions (unfixable)
- Player armies may begin real-time battles very close to each other depending on which territories they are arriving from (unfixable)
- if two AI players arrive from the same territory, they will spawn at the same location in Real Time, and one of the AI will idle / not build (unfixable)
- Builders may sometimes spawn in impassable locations or out of bounds in Real Time, depending on the map and size of the army (unfixable). This can sometimes be resolved by issuing a move order to the builder
- AI on Fortress maps will sometimes only build 5 structures

War of the Dwarves and Orcs:

- if you play on a high handicap percentage, Azog will not attack Dimrill Dale (unfixable)
- Ironfoot Erebor heroes are recruitable from fortress on the LWM (unfixable)

Campaigns

- General: Powerpoints are occasionally lost between missions
- General BFME2 Campaigns: Trying to replay mission after failure results in a crash
- General BFME2 Campaigns: Units may persist on LWM after completing a mission, interacting with them might cause a crash
- General BFME2 Campaigns: Some powers might not be available right after purchase
- Shadow of the Past: Player can be granted 5 powerpoints
- Fords of the Bruinen:
 - If you try to take the southern ramp when you return to Weathertop with Aragorn the cutscene doesn't trigger, he doesn't equip his torch, and it breaks the mission.
 - Builders will not transfer back if they enter the ford on their way to build something
- Council of Elrond: Can occasionally crash between vignettes
- A Journey in the Dark: Ally dwarves during Balin vignette sometimes fail to attack enemy goblins
- Assault upon the Golden Wood: Powerpoint cap can sometimes fail
- Breaking of the Fellowship: Boromir may have less health than normal upon reaching him if the player loads a save after the timer has started
- Battle of the Fords of Isen: Builders will not transfer back if they enter the ford on their way to build something
- Burning of the Westfold: Bridge in Upbourn can become impassable to hordes later in the mission
- The Battle of the Hornburg:

- Aragorn & Legolas do not attack initial charge of Uruk-Hai in the breach
- Outer Hornburg wall can become impassable on the left later in the mission
- Torchbearers may occasionally climb ladders and attack units on the Deeping Wall

If you find bugs, please report them in the [AotR Bug Reports forum](#).

Credits

Development team

RiderOfRohan – Mod founder

Mathijs – Lead developer, lead artist, lead writer, 3d artist, 2d artist, animator, sound artist, FX artist

DúnedainRanger76 – Lead developer, sound and effects lead, sound artist, mapper, coder, 3d artist, 2d artist, animator, FX artist

CaptainCorrigan – Lead developer, lead tester, scripter, coder, 2d artist

OdoProudfoot – Lead developer, production manager, scripter, coder, mapper, 2d artist

Fudge – Lead developer, campaign lead, mapper, scripter

Haldir - Lead developer, lead mapper, FX artist, WotR artist, scripter

MaxHardy – Lead developer, lead coder, WotR coder, APT editor, Palantír videos

Jerian - VA casting, VA direction, VA management, coder, AotR Standalone and Launcher dev

Kmogon - Balance man, coder, very attractive

Níðhögr – Balance man, 3d artist

Wambly – AI coder, coder, scripter, animator, 3d artist, 2d artist

MattTheLegoman – Mapper, 3d artist, 2d artist

Fjodor – Mapper, coder, 3d artist

Elodin, Child of Dust – 3d artist, 2d artist, concept artist

Bomburr – Mapper, 3d artist

SappieFlappie – Mapper, scripter

Dawry – Mapper, scripter

GBI – 3d artist, Man of Many Props

CammyFries – Create-A-Hero Coder, FX artist

Lauri - Coder, animator

ProgMisha - Coder, FX artist

Carnate – Sound and video editor, mapper

FlameOfTheWest - Mapper

Thena - Coder

Old_Nosey - Balance Man, coder

OakenShield224 – AotR wiki admin, mapper

NDC – Animator

Castilin – WotR coder

Jenneric – Mapper, scripter

NeroBurningRum - Mapper

Ward – 3d artist

Vengefulnoob – Coder

FelipeNN – Concept artist

el.laza_bro – Concept artist, 3d artist

Testers

Adivassi

Beokhand

Heeeesh

Isirion

PoOL

Slaid

Sydney

Voice Actors

Alex Cain – Riders of Snowbourn

Aliya Amor – Razári

Ando Servis – Círdan the Shipwright, Nandor Hîr-Hathol

Brian Jeffords – Arvedui, Anborn

Callum Lindsay – Khamûl the Easterling, The Necromancer, Fell Brood, Saenathra's Sisters, Tomb Guard, Unburied Wights, Cargast, Nazgûl, Zigûr, The Golden King, Mound-Dweller

Cari Ann Scholtens - Queen Saenathra, Sindar Pathstalkers, Silvan Rangers (female), Silvan Wardens (female), Silvan Spearmen (female), Silvan Outriders (female), Tauriel

Casey "Iron Kaiser" S - Broken Rabble, Feren, Sentinels of the Silver Tree

Ciaran Saward - Blighted Trappers, Dol Guldur Announcer, Risen Dead, Woodland Realm Announcer, Haradwaith Announcer

Comrade Squid - Lug the Mauled (campaign only)

Craig Argyle - Lug the Mauled

Cris O'Bryon - Sindar Nobles

Dallin Bradford – Malbeth the Seer

Dave J. Dixon – Mahûd Warriors, Mahûd Headhunters

Duffy Weber – Mahûd Chieftain

Hesham Elshazly – Abrakhân Warriors, Harondor Archers, Harondor Raiders, Harondor Spearmen

Hussein Mohammed "HSE" – Guards of the Serpent

J. Wayward – Marchwardens

Jacob Eccles – Celeborn

Jett Barker – Handmaiden to Galadriel

Jimmy Sherwood – Fatty Bolger

Joakim Wiklund – Dunlending Longbowmen, Dunlending Outriders

Joel Nisbet – Variags of Khand, Horsemen of the Mark

John Fornof - Silvan Hunters (Feredir)

Jonathan Bullock – Fili, Golfimbul, Rumil, Orophin, Dúnedain Rangers, Dúnedain Outriders, Silvan Rangers (male), Silvan Wardens (male), Silvan Spearmen (male), Silvan Outriders (male), Veterans of the Last Alliance, Iron Hills Ram Riders, Damrod

Jordan "Jerian" Bachmann - Greenwood Warriors, Greenwood Slayers, Greenwood Archers, Greenwood Palace Guard, Prison Guards, Greenwood Ballista, Rhûn Kataphrakts, Warriors of the Kinn-lai, Grim Hammers, Éothéod Warriors, Elegost, Uruk-hai Shieldbearers, Wulfgar, Glorfindel, Black Uruk Marauders, Linhir Spearmen, Gundabad Wolf-riders, Uruk-hai Scouts, Lothlórien Announcer, Sinda Spirit, Dunhere, Halbarad (campaign), Golfimbul (campaign), Haradwaith Architect, Hirgon, Pelargir Expeditionaries, Flame-destroyer, Dragonfire Cannon, Moria-orc Shaman

Justin Cabanting - Beorning Berserkers, Beorning Battering Ram, Bolg, Frumgar, Hadhod, Black Númenórean Warriors, Black Númenórean Vanguard, Morinehtar the Blue

Kaze_VA – Elfhelm, Helmingas Wardens, Harbingers of Shadow, Thranduil

Kaillynn Haskell-Halbert - Dorwinion Legionnaires, Dorwinion Auxiliaries, Hero of Dorwinion, Clansmen of Lamedon, Forlong, Amdir, Lothrandir, Toradan, Câssimir, Burôdapân, Soldiers of Arthedain, Wardens of Arthedain, Longbowmen of Cardolan, Knights of Arthedain, Lossoth Hunters, Ithilien Pathfinder, Madril, Legate Vidú

Kieran Flitton – Elladan and Elrohir, Rivendell Guardsmen, Rivendell Glaivesmen, Rivendell Archers, Knights of Rivendell, Rivendell Announcer

Ki McKenzie (www.kimckenzie.com) – Erebor Archers, Riders of Pinnath Gelin, Westfolders, Mountain-orc Slashers, Mountain-orc Brutes, Mountain-orc Scouts, Théodred, Krimpûl the Torturer, Grimbeorn, Thorin III Stonehelm, Druid of the Oaken Order

Krystal Romero – Idrial, Berúthiel

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Patrick Seymour – Axemen of Lossarnach, Gilded Guard of Lasgalen

Paul Warren – Iron Hills Warriors, Iron Hills Crossbowmen, Gildor Inglorion

Phil Dragash – Knights of Amroth, Halbarad, Grey Company

Ryan Antoine – Swan Knights

Ryan Haugen – Haldir, Hasharin Blade, Aranarth, Mablung

Sam Jenkins – Bree-land Townsguard, Breeland Battering Ram, Goblin-towners, Farmer Maggot, Rivendell Revellers, Dead of Arnor, Risen Dead, Orc Gaolers, Orc Hunters, Orc Ravagers, Tomb Guard, King Brand, Khâzad-uzbadul, Guards of the Master, Dunlending Axemen, Dunlending Huskarls, Southron Trade Caravan, Harondor Warlord

Shaun Giblin – Khren-ták

Steven Landes – Vâh-rús, Dragon Knights

Harry Frost - Bellows Audio – Syar-Rhûl

Taher Chy – Sûladan, Âmazhir Caravan

Valentine Radushev - Thráin the Broken, Master of Laketown, Radagast the Brown, Mog

Wambly – Woodsmen Hunters, Urshak, Armed Miners, Rómestámo the Blue, Khâronax

William Ofoegbu – Caran-Lambar, Nâfarati Marauders

Wolf Williams – Nafarati Beastmaster, Watchers of Kârna

Zack Young – Kili, Vault Wardens, Wyrmslayers, Laketown Watchmen, Laketown Bowmen, Barding Swordsmen, Barding Spearmen, Ered Luin Rangers, Ered Luin Traders, Halifirien Wardens, Erkenbrand, Took Archers, Yeoman Spears, Rohirric Battering Ram, Rohirric Onager, Galion, Grimbald, Zigûr Cultists, Riders of the Naith, Houndmaster Bélohk

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Special Thanks

ICT

FG15

Valheru

Maximan

Angmar and **Sydney** for being reliable Discord moderators and ever-present Support Heroes

Lusta for his Huorn animations

Gnanw for his APT files (main menu, all heroes selection buttons, Palantir frames)

Pieter for two civilian buildings

CragLord for his Boromir and Faramir radius decals

Spartan for his help with the GitHub transition

Kwen

Nemanja 'Skullbastard' Bubalo for his Black Númenórean concept art

Pureon for several CKIII: Realms in Exile banner icons

Lord of the Rings Online for harp tracks

The excellent **Mr. Bones**

Mori, the very best guinea pig that ever lived ♥

And all of our wonderful Patrons!

Extra special thanks to **Nertea** for allowing us to use his [The Dwarf Holds](#) assets and **Ruudy** for letting us use his [Tactics](#) assets, and to **Robnkarla** for his camera scripts, Living World objects and skyboxes used in his mod [RJ-RotWK](#). Thanks to [The3rdAge.net](#), our BFME modding home under the Revora Creative Network.

Concerning Assets

Many art assets are available for use under the [following license](#). Visit our [comprehensive spreadsheet](#) to see which assets may be used and ensure appropriate credit is given. Some assets we cannot give permission for, so please check the spreadsheet carefully. Notice there are several tabs (bottom bar).

Example: if you wish to use our Dol Guldur Spire of Sorcery model in your project, check the [spreadsheet](#)'s 2D+3D Art tab under the Dol Guldur faction, where you will see that the permission field is green and is credited to MattTheLegoman. You are permitted to use the model if you provide the appropriate credit to both MattTheLegoman, and the AotR team.

If you are unsure about a certain asset or cannot find it in the spreadsheet, ask us through our ModMail bot in our [community Discord](#).

Post-credits scene

Play online

AotR can be played online using [T3A:Online](#), [Gameranger](#), or [Radmin](#). Games are commonly arranged on our [Discord](#).

Join our community

Want to make suggestions or talk to other AotR fans? Join our [Discord](#).

Check out our content

Want to watch Age of the Ring official content?

We're on [Youtube](#) and on [Twitch](#).

Learn more about the mod

Do you wish to learn more about what the mod changes from the original game? Need tips on strategy? Feeling curious about more in-depth stats? Our [Wiki](#) page is the place for you.

What is next?

We will be releasing more frequent and smaller updates through our new AotR Launcher. These will include new content in the form of Adventure Factions, as well as balance patches. And, of course, we're still working on the Return of the King campaign.

Thanks!

The Age of the Ring Team

